

A green goblin warrior with a large, ornate axe, standing over a fallen enemy in a battlefield. The goblin has a wide, toothy grin and is wearing armor. The background shows a hazy battlefield with other figures in the distance.

YOUR AXE DOES WHAT NOW!?

IMMERSIVE CRITICAL EFFECTS

OWL PRESERVATION SOCIETY



A critical effect supplement for all ranged and melee weapons



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CRITICAL EFFECTS

HERE IS NOTHING MORE DISAPPOINTING THAN rolling an encounter-ending critical hit, and rolling two ones on the damage dice. Only for the wizard in the party to then poke his head above the table they've been hiding behind and finish off the big bad with a couple of magic missiles. That being said, even when you do roll well you are only rewarded for your mighty feat of superior dice jiggling with a little bit more damage.

This pdf adds special critical effects to every non magical weapon in the game, and even better, it will fit with any critical hit system you use, whether that be roll once and double the dice, roll twice as many dice, crunchy crits or even exploding dice. When you land a critical hit with a weapon, roll the damage using which ever critical system you use. Find the weapon used in the table below and scan across to the final column 'critical effect'. Once you know what critical effect your weapon has, refer to the effect glossary to see what that means.

SHOW ME THE WEAPONS!

The following table shows you which weapon has which critical effect. These effects aren't limited to just your entry level weapons, every weapon, mundane or magical, of the type listed in the table gains the critical effect. Disappointed with your +1 Warhammer? How about burying that warhammer deep into your opponents abdomen and watching them squirm in pain as they pull away.

NOT JUST FOR PLAYERS!

Dms, don't let your players have all the fun! Your goblin just landed a critical hit with their scimitar, nice, now those pesky heroes will take an extra 1d6 of damage at the end of their turn... That'll teach them!

SHOW ME THE...RULES?

As well as an effect glossary this pdf features a D&D rules glossary, explaining what relevant conditions do and how certain actions work.

Just like all rules and guidelines set out in Dungeons and Dragons, nothing in this pdf is set in stone. If you think that the blowgun doesn't work with the helpful effect, but instead think that behemoth of damage deserves the powerful effect, then by golly you do you.



WEAPONS

Name	Cost	Damage	Weight Properties	Critical Effect
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb. Light	Numbing
Dagger	2 gp	1d4 piercing	1 lb. Finesse, light, thrown (range 20/60)	Delayed
Greatclub	2 sp	1d8 bludgeoning	10 lb. Two-handed	Staggering
Handaxe	5 gp	1d6 slashing	2 lb. Light, thrown (range 20/60)	Brutish
Javelin	5 sp	1d6 piercing	2 lb. Thrown (range 30/120)	Pinning
Light Hammer	2 gp	1d4 bludgeoning	2 lb. Light, thrown (range 20/60)	Staggering
Mace	5 gp	1d6 bludgeoning	4 lb. —	Stunning
Quarterstaff	2 sp	1d6 bludgeoning	4 lb. Versatile (1d8)	Numbing
Sickle	1 gp	1d4 slashing	2 lb. Light	Grievous
Spear	1 gp	1d6 piercing	3 lb. Thrown (range 20/60), versatile (1d8)	Delayed
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb. Ammunition (range 80/320), loading, two-handed	Empowered
Dart	5 cp	1d4 piercing	1/4 lb. Finesse, thrown (range 20/60)	Helpful
Shortbow	25 gp	1d6 piercing	2 lb. Ammunition (range 80/320), two-handed	Pinning
Sling	1 sp	1d4 bludgeoning	— Ammunition (range 30/120)	Helpful
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb. Versatile (1d10)	Winded
Flail	10 gp	1d8 bludgeoning	2 lb. —	Stunning
Glaive	20 gp	1d10 slashing	6 lb. Heavy, reach, two-handed	Wounding
Greataxe	30 gp	1d12 slashing	7 lb. Heavy, two-handed	Crippling
Greatsword	50 gp	2d6 slashing	6 lb. Heavy, two-handed	Reliable
Halberd	20 gp	1d10 slashing	6 lb. Heavy, reach, two-handed	Grievous
Lance	10 gp	1d12 piercing	6 lb. Reach, special	Brutish
Longsword	15 gp	1d8 slashing	3 lb. Versatile (1d10)	Wounding
Maul	10 gp	2d6 bludgeoning	10 lb. Heavy, two-handed	Reliable
Morningstar	15 gp	1d8 piercing	4 lb. —	Fracturing
Pike	5 gp	1d10 piercing	18 lb. Heavy, reach, two-handed	Wounding
Rapier	25 gp	1d8 piercing	2 lb. Finesse	Impaling
Scimitar	25 sp	1d6 slashing	3 lb. Finesse, light	Delayed
Shortsword	10 gp	1d6 piercing	2 lb. Finesse, light	Staggering
Trident	5 gp	1d6 piercing	4 lb. Thrown (range 20/60), versatile (1d8)	Grievous
War Pick	5 gp	1d8 piercing	2 lb. —	Impaling
Warhammer	15 gp	1d8 bludgeoning	2 lb. Versatile (1d10)	Stunning
Whip	2 gp	1d4 slashing	3 lb. Finesse, reach	Grappled
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb. Ammunition (range 25/100), loading	Helpful
Crossbow, Hand	75 gp	1d6 piercing	3 lb. Ammunition (range 30/120), light, loading	Empowered
Crossbow, Heavy	50 gp	1d10 piercing	18 lb. Ammunition (range 100/400), heavy, loading, two-handed	Powerful
Longbow	50 gp	1d8 piercing	2 lb. Ammunition (range 150/600), heavy, two-handed	Penetrating
Net	1 gp	—	3 lb. Special, thrown (range 5/15)	Trapped



EFFECT GLOSSARY

- **Brutish** - You bury your weapon deep into your target, causing the strike to ignore all damage resistances.
- **Crippling** - Landing a critical hit with this weapon causes your target to be unsteady on their feet. Until the start of their next turn their speed is reduced to 10ft.
- **Delayed** - Your weapon's cut is so clean that your target doesn't realise the extent of their injury. At the end of their next turn they take damage equal to one roll of the weapon's damage dice (excluding modifiers).
- **Empowered** - After you have rolled your damage, you can elect to re-roll all the damage dice, but you must take the new roll.
- **Fracturing** - You hear something crack, for 1d4 rounds* the target makes all attacks at disadvantage. They can choose to throw caution to the wind and attack normally, however they take 1d4 damage each time they do.
- **Grievous** - The unique construction of this weapon leaves an abnormal wound. The target can't regain hit points until the end of their next turn.
- **Grappled** - On a hit your weapon wraps around one of the target's limbs. That target is considered grappled (See Grappled.)
- **Helpful** - The irritating thud of your projectile temporarily distracts your target. The next creature to attack your target does so at advantage as if you have taken the help action to assist them, (See Help.)
- **Impaling** - This weapon penetrates deep into your target, if the target pulls away from you, or when you pull the weapon free to attack again, the target takes damage equal to one roll of your weapons damage dice (excluding modifiers.)
- **Numbing** - A shockwave of pain runs through your target, for 1d4 rounds* they make all attacks as if attacking with their off hand, (See Off Hand Attack.)
- **Penetrating** - Your projectile passes straight through your target, hitting a creature up to 10ft behind it. That creature takes half the damage rolled for the critical hit.
- **Pinning** - Your projectile partially passes through your target, pinning them to a wall or the ground. Your target is restrained until they remove the projectile. Removing the projectile is a free item interaction, however the target takes damage equal to one roll of the weapon's damage dice (excluding modifiers) when they do so. (See Restrained.)
- **Powerful** - After you have calculated the damage for the critical strike. Roll one additional damage dice and add that to the total damage.
- **Reliable** - When you roll damage for your critical hit, ones are counted as a twos, on all dice.

- **Staggering** - Damage from this weapon causes the target to stumble directly backwards up to 10 feet, this movement is subtracted from their movement next turn.
- **Stunning** - The target of your attack becomes stunned until the start of their next turn, (See Conditions.)
- **Trapped** - While restrained by this weapon all strength-based checks are made at disadvantage.
- **Wounding** - Your weapon connects with a major artery; the target of your attack takes 1d4 persistent damage for 1d4 rounds*.
- **Winded** - The target of your attack becomes winded until the start of their next turn, while winded they can't take reactions.

*(see persistent damage.)



RULES GLOSSARY

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

OFF-HAND ATTACK

When making an off hand attack you do so without adding any of your modifiers to the attack or damage rolls. There are feats and class abilities that circumvent this rule, however **for the purpose of the Numbing critical effect, these do not apply.**

PERSISTENT DAMAGE

Persistent damage does not include a damage type, it is recurring damage from a sustained injury rather than an attack.

- **Any effect that deals persistent damage for a number of rounds is cancelled out when the creature receives magical healing of any sort**, be it a spell, scroll, potion or class ability

CONDITIONS

GRAPPLED

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.

- The condition ends if the grappler is incapacitated.
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

STUNNED

- A stunned creature is incapacitated, can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.



THE CAVY

What's that professor Squeakers? A Playable Guinea Pig Race!? That sounds awesome! Click [here](#) to download it from DMsGuild